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ABSTRACT

This book, which is written by a training consultant, is intended to help organizations determine whether specific readily available mobile technologies make sense for their particular learning and performance needs. Chapter 1 discusses the mobile revolution in learning and performance, with special attention to the new work and learning environment and persistent computing versus synchronizing data. Chapters 2-8 each focus on one of the following mobile devices and uses thereof: (1) personal digital assistants; (2) digital audio; (3) digital input and output devices; (4) tablets, webpads, and ruggedized notebooks; (5) smart cell phones; (6) global positioning systems; and (7) wearable devices. Chapters 1-8 each contain the following components: (1) a description of the technology in lay terms, including its common uses; (2) the technology's applications for corporate training and performance improvement; (3) case studies of actual or potential training and performance improvement solutions in various business settings; (5) an outline of how to create and distribute solutions using the device; (6) a checklist of guidelines when considering adopting the technology; and (7) resources for hardware, software, and solution providers. Chapter 9 explores the Internet's potential as a tool for managing the new landscape of learning and performance. The end-of-chapter resource lists contain a total of 31 references. (MN)

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